

WHAT IS CLAIMED IS:

- 5      1.    A gaming machine printer, comprising:
- a processor;
- a memory coupled to the processor, the memory having  
program instructions executable by the processor stored  
therein, the program instructions including:
- 10                generating an image on a voucher using a  
thermal print mechanism;
- generating scanned voucher signals by scanning  
the image using an optical scanning device; and
- 15                voiding the voucher when the scanned voucher  
signals indicate that the image is not properly  
generated.
- 20      2.    The gaming machine printer of claim 1, the gaming machine  
printer further comprising a voucher path management system,  
the program instructions for voiding the voucher further  
including:
- retrieving the voucher from the voucher path
- 25                management system; and
- generating a void image on the voucher.
- 30      3.    The gaming machine printer of claim 1, the gaming machine  
printer further comprising a heater bar, the program  
instructions for voiding the voucher further including using  
the heating bar to void the voucher.
- 35      4.    A gaming machine printer, comprising:

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          a processor;

          a thermal print mechanism coupled to the processor;

5       an optical scanning device coupled to the processor;

          a memory coupled to the processor, the memory having  
program instructions executable by the processor stored  
therein, the program instructions including:

10       generating a test image on a voucher using the  
thermal print mechanism;

          generating scanned test image signals by  
scanning the test image using the optical scanning  
device; and

15       adjusting the power supplied to the thermal  
print mechanism when the scanned voucher signals  
indicate that the test image is not properly  
generated.

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5.   A gaming machine printer, comprising:

          a processor;

          a thermal print mechanism coupled to the processor,  
the thermal print mechanism having individual thermal  
25       elements;

          a memory coupled to the processor, the memory having  
program instructions executable by the processor stored  
therein, the program instructions including:

30       generating an electrical stimulus transmitted  
to an individual thermal element;

          receiving a feedback signal from the individual  
thermal element in response to the electrical  
stimulus; and

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generating an entry in a memory store when the  
                 feedback signal indicates that the individual  
5                   thermal element is out of tolerance.

6.    A gaming machine printer, comprising:  
         a processor;  
         a first communication port;  
10          a second communication port;  
         a memory coupled to the processor, the memory having  
program instructions executable by the processor stored  
therein, the program instructions including:  
15           determining when a first device is coupled to  
                 the first communication port;  
                 notifying a second device coupled to the second  
communication port when the first device is coupled  
20           to the first communication port; and  
                 establishing a communication session with the  
                 first device.

7.    A gaming machine printer, comprising:  
25          a processor;  
         a plurality of communication ports;  
         a memory coupled to the processor, the memory having  
program instructions executable by the processor stored  
30           therein, the program instructions including:  
                 for each of the plurality of communication  
ports, determining if a device is coupled to the  
communication port; and  
                 establishing a communication port as a native  
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port when a device is detected on the communication  
port.

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8.    A gaming machine printer, comprising:

        a processor;

        a communication port;

10       a nonvolatile memory store coupled to the processor;

        a memory coupled to the processor, the memory having  
program instructions executable by the processor stored  
therein, the program instructions including:

15       storing a status of the gaming machine printer  
in the nonvolatile memory;

        determining the status of a communication link  
to a game via the communication port; and

20       locking the status in the nonvolatile memory  
when the gaming machine printer determines that the  
communications link is interrupted.

9.    A gaming machine printer, comprising:

25       a stationary module;

        a mobile module slidably coupled to the stationary  
module; and

30       a coiled electrical cable for coupling electrical  
signals between the mobile module and the stationary  
module.

10.   The gaming machine printer of claim 9, the mobile module  
further comprising a sub-module movably coupled to the mobile  
35   module, whereby the sub-module may be opened to service the

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mobile module.

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